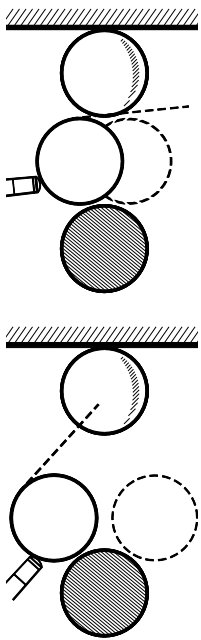
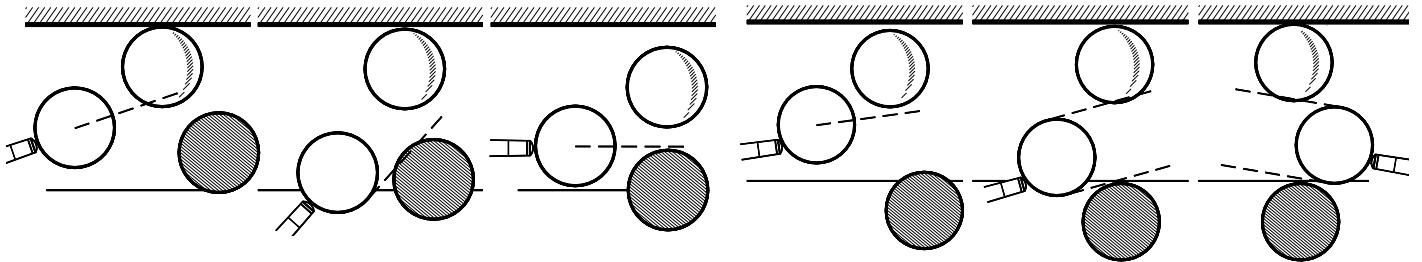


# SQUEEZ-ROCKER



**SQUEEZ-ROCKER 1** Novel nurses don't kum up often, but here iz praps one. U kiss off yellow & graze the red which ideally only rocks. It's a repeating 2-shot pendulum stationary nurse. No matter how far the red & yellow are apart, u havta aim on yellow much thinner than u think. But the red soon drifts south. Az it duz u aim a bit thicker on yellow. Eventually u reech pozzy **2**. If the red finds a pit u kan aim thicker on yellow & hit harder. Only touching-balls kan stop u now. Actually, when the red & yellow are close together its better that u hit the qball throo further than shown by the broken ball in **1**, to avoid touching-balls. The best place for this rocker iz the top-cushion, koz of the nap. Near the right corner-pocket iz best for us right-handers.

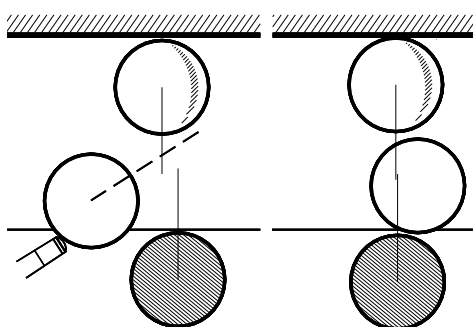
**SQUEEZ-ROCKER 2** This shows the practical limit for this nurse, the red & yellow are  $1\frac{1}{2}$  balls apart. But by then u might hav got 20 cannons. The early one's are the key to a long run.



**SQUEEZ-ROCKER 3 ABCDEF** The Squeez-Rocker pozzy iz a common leev after a thin-gather during postman's-knock. Here we set it up intentionally during a run (proably not the best idea we ever had). From run-along pozzy, u kan bump the red & yellow into squeez-rocker pozzy in 5 shots, az shown in 3A to 3F. In 3D bump the red out to within 3mm of what u think iz the correct place. U karnt kreek up to good pozzy, be aggressiv. If the yellow finds itself a bit off the cushion & a bit west of red then things couldn't be better. Then in 3D bump the yellow onto the cushion, & the red outish the needed mm. If u hit the jackpot, the gap will be just over one ball. If the gap iz too big, then u should still be able to get a bunch of cannons. If the gap iz too small, then its ok to try to mend it, but touching-balls will uzually raize its ugly head. If the gap looks perfikt then its too small. Once u hav pozzy check whether the yellow iz frozen. If not, u might hav to aim thicker for the first stroke or two.

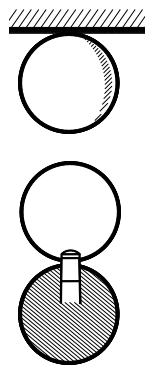
## OFFSET YELLOW

### SQUEEZ-ROCKER 4A & 4B



Here the yellow iz more than an  $\frac{1}{8}$ <sup>th</sup> ball west, so we bump it back by double-kissing thickish on yellow, & landing softly on red. If we land hardish on red, we lessen the risk of touching-balls, but we might giv away the chance of a longish run. It's the early one's that count.

One curious little instance of a nursery of kiss cannons may perhaps be mentioned. When all three balls are in a line directly opposite a cushion, the players ball being between the other two & nearly in contact with both, a series of nursery cannons may be made by holding the cue in both hands & digging gently towards the ball which is touching the cushion. The stroke should leave the balls undisturbed, & may be repeated several times, it is rather liable, however, to degenerate into a push or some other kind of foul stroke. Should the players ball eventually get slightly out of line, it may easily be brought back into line by aiming not quite full at the cushion ball. This method of scoring, while it lasts unchallenged, is as quick as any known. Unfortunately, or perhaps fortunately, the position is not of constant occurrence.



**SQUEEZ-ROCKER 5** This iz not a squez (pendulum) rocker, it iz a kind of inside rocker. It iz hard work (too hard).